## REMARKS

Claims 13, 16, 25, and 26 are currently pending, claims 1-12, 14, 15, and 17-24 have been cancelled. Claims 13 and 16 have been amended. No new matter has been included. Applicants reserve the right to pursue original and other claims in this and in other applications.

Applicants appreciate the Examiners' time and attention during the in-person interview with the Applicants' representative held on January 23, 2008. Although the claims and the cited art were discussed, no agreement was reached. However, the Examiner agreed to carefully review our written remarks. The arguments presented below include those made at the interview.

Claims 13, 15, and 16 stand rejected under 35 U.S.C. 103(a) as being obvious over Boll et al. (U.S. 5,644,72). Applicants respectfully traverse the rejection.

Claim 13 recites:

network server connected to at least one client through a network, comprising:
a main server for accepting an initial connection request from said client;
a plurality of sub-servers connected to said client after acceptance by said main server, and
a memory remotely connected with said main server and sub-servers, that stores information relating to the sub-servers, the information including a number of players registered to each sub-server;
wherein said main server accesses said memory to obtain the information relating to the sub-servers and provides to said client information relating to the sub-servers on acceptance of an initial connection request from said client; and
said client is connected with one sub-server based on said information relating to the sub-servers;
said one sub-server accesses said memory to obtain the information relating to the sub-servers except said one sub-server itself and provides directly to said client said information relating to the sub-servers except said one sub-server without intervention by said main server on acceptance of a sub-server connection alteration request from said client; and
said client alters a connection with another sub-server from a connection with said one sub-server without intervention by said main server based on said information relating to the sub-servers,
wherein each of sub-servers writes its own information to said memory.

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More specifically, in an exemplary fashion, a memory accessible by a main server and sub-servers, maintains information about the sub-servers. A client is connected to a main server which, in turn, connects the client to a sub-server based on information from the memory regarding the sub-servers. At a later point, the client can form a connection with another sub-server without the assistance of the main server.
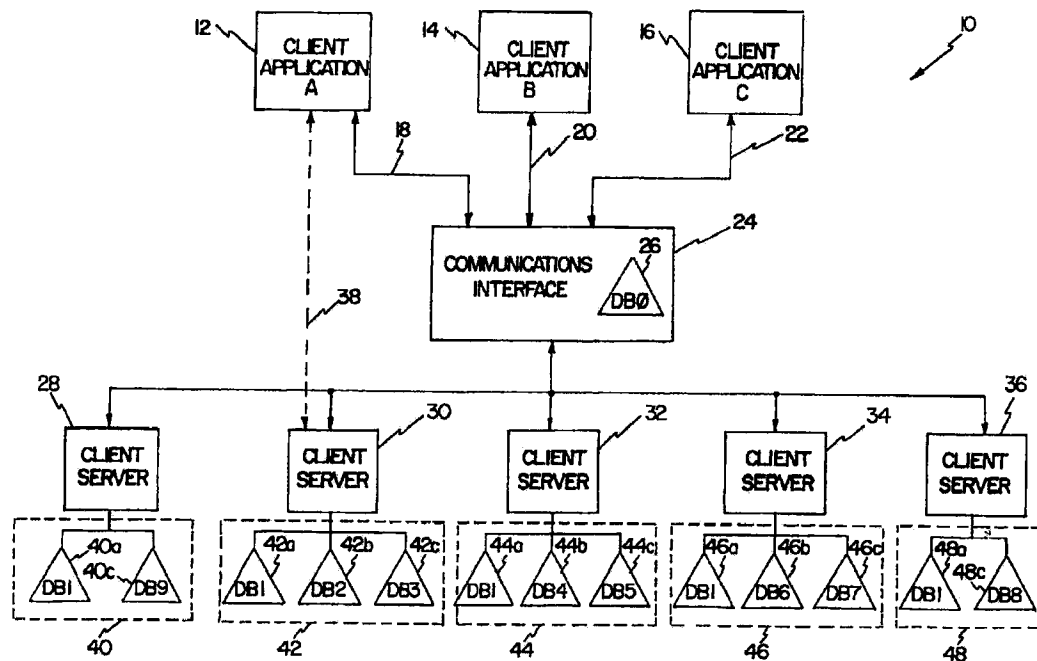
Boll discloses:

> ... a method of processing transaction requests from client
> applications within a computer network having a plurality of client
> servers. Each client server has a work share and a set of attributes that
> including a name, an address and a list of services for fulfilling
> transaction requests. Each transaction request identifies attributes
> necessary for fulfilling the request. The method entails identifying a
> set of client servers having the necessary attributes and defining a
> work distribution function. The work distribution function, which
> distributes transaction requests, randomly selects a client server from
> the set of client servers, according to work shares of the client servers.

(Boll, Abstract)

More specifically, Boll discloses a method for distributing work, for example, connecting a client application to a client server, depending on the demand on the different servers and the type of work requested. A communication server, based on reviewing the servers' current demand and features stored in a memory only accessible to the main server, connects a client application to a client server.

Boll's FIG. 2, reproduced as courtesy below, depicts the client applications 12, 14, and 16 which allegedly can be coupled to the client servers 28, 30, 32, 34, and 36 through, or directly to, as a result of the action of the communications interface 24. Communications interface 26 includes a database DB0 26 which tracks attributes of the client servers 28, 30, 32, 34, and 36.

**Boll, FIG. 1**

Boll fails to disclose a "memory remotely connected with said main server and sub-servers, that stores information relating to the sub-servers, the information including a number of players registered to each sub-server." Contrary to the suggestion of the Office, Boll's database 26, which is compared to the "memory" element, is only accessible by Boll's Communications Interface 24, which Applicant does not agree is comparable to "the main server" of the claimed invention, and which is not accessible by Boll's client servers 30.

Additionally, Boll fails to disclose "said client alters a connection with another sub-server from a connection with said one sub-server without intervention by said main server based on said information relating to the sub-servers." Boll to the contrary discloses that Interface 24 provides or enables connections between client servers and client applications.

Furthermore, Boll fails to disclose "wherein each of sub-servers writes its own information to said memory." Boll to the contrary discloses its Interface 24 writes and reads data

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from said database 26. For at least those reasons, Boll fails to disclose or suggest the limitations of claim 13. Thus, the rejection of claim 13 should be withdrawn and claim 13 and its dependant claim allowed over Boll.

Claim 16 recites

A network system comprising:

at least one client; and

a network server including a main server that accepts an initial connection request from said client and a plurality of sub-servers connected to said client after acceptance by said main server, and a memory remotely connected with said main server and sub-servers, that stores information relating to the sub-servers, the information including a number of players registered to each sub-server;

wherein said main server accesses said memory to obtain the information relating to the sub-servers and provides to said client information relating to the sub-servers on acceptance of an initial connection request from said client;

said client is connected with one sub-server based on said information relating to the sub-servers;

said one sub-server accesses said memory to obtain the information relating to the sub-servers except said one sub-server itself and provides directly to said client said information relating to the sub-servers except said one sub-server without intervention by said main server on acceptance of a sub-server connection alteration request from said client; and

said client alters a connection with another sub-server from a connection with said one sub-server without intervention by said main server based on said information relating to the sub-servers except said one sub-server.

As noted above with respect to claim 13, Boll fails at least to disclose a "memory remotely connected with said main server and sub-servers, that stores information relating to the sub-servers, the information including a number of players registered to each sub-server" and "said

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client alters a connection with another sub-server from a connection with said one sub-server without intervention by said main server based on said information relating to the sub- servers except said one sub-server." Thus, the rejection of claim 16 should be withdrawn and the claim allowed over Boll.

Claims 25 and 26 stand rejected under 35 U.S.C. 103(a) as being obvious over Boll in view of Sparks (U.S. 6,352,479). Applicants respectfully traverse the rejection.

Claims 25 and 26 depend from claims 13 and 16, respectively, and are allowable over Boll for at least the reasons noted above with respect to claims 13 and 16, respectively.

Sparks discloses:

> A multiplayer game system is implemented over the WWW using a plurality of game servers dynamically linked to and controlled by a WWW server. The WWW server dynamically links game players who log on to a web site hosted by the WWW server as a function of game playing statistics for each game player which are stored in the WWW server. The game servers generate the game player statistics for each player during and/or after game play and upload the game player statistics to the WWW server. The WWW server matches game players to appropriate games currently being played on the game servers based on the skill level required by the game and the corresponding skill levels of other current players of that game as represented by the game player statistics stored by the WWW server and dynamically generates links for the game player to the appropriate games. The user can then select which game to play by choosing one of the dynamically generated links.
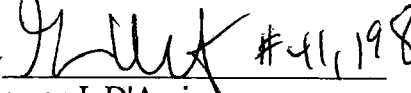
(Sparks, abstract)

Sparks fails to cure the deficiency of Boll and fails to disclose at least a "memory remotely connected with said main server and sub-servers, that stores information relating to the sub-servers, the information including a number of players registered to each sub-server" and "said client alters a connection with another sub-server from a connection with said one sub-server without intervention by said main server based on said information relating to the sub- servers

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except said one sub-server." Thus, the rejection of claims 25 and 26 should be withdrawn and the claims allowed over the combination of Boll and Sparks.

In view of the above, Applicants believes the pending application is in condition for allowance.

Dated: January 29, 2008                  Respectfully submitted,

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